RIBBIT KING™

INSTRUCTION MANUAL

EVERYONE
E
CONTENT RATED BY
ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

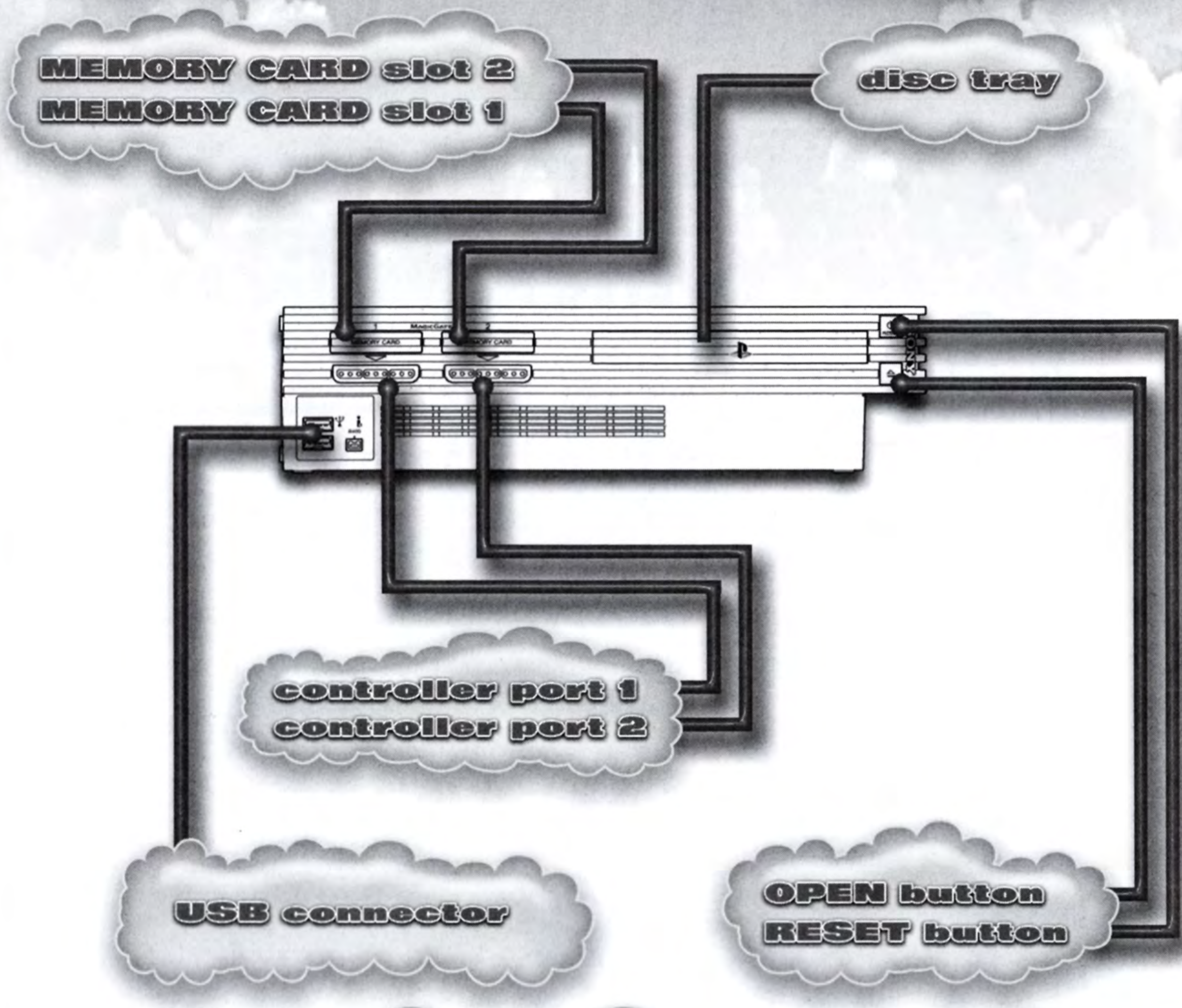
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

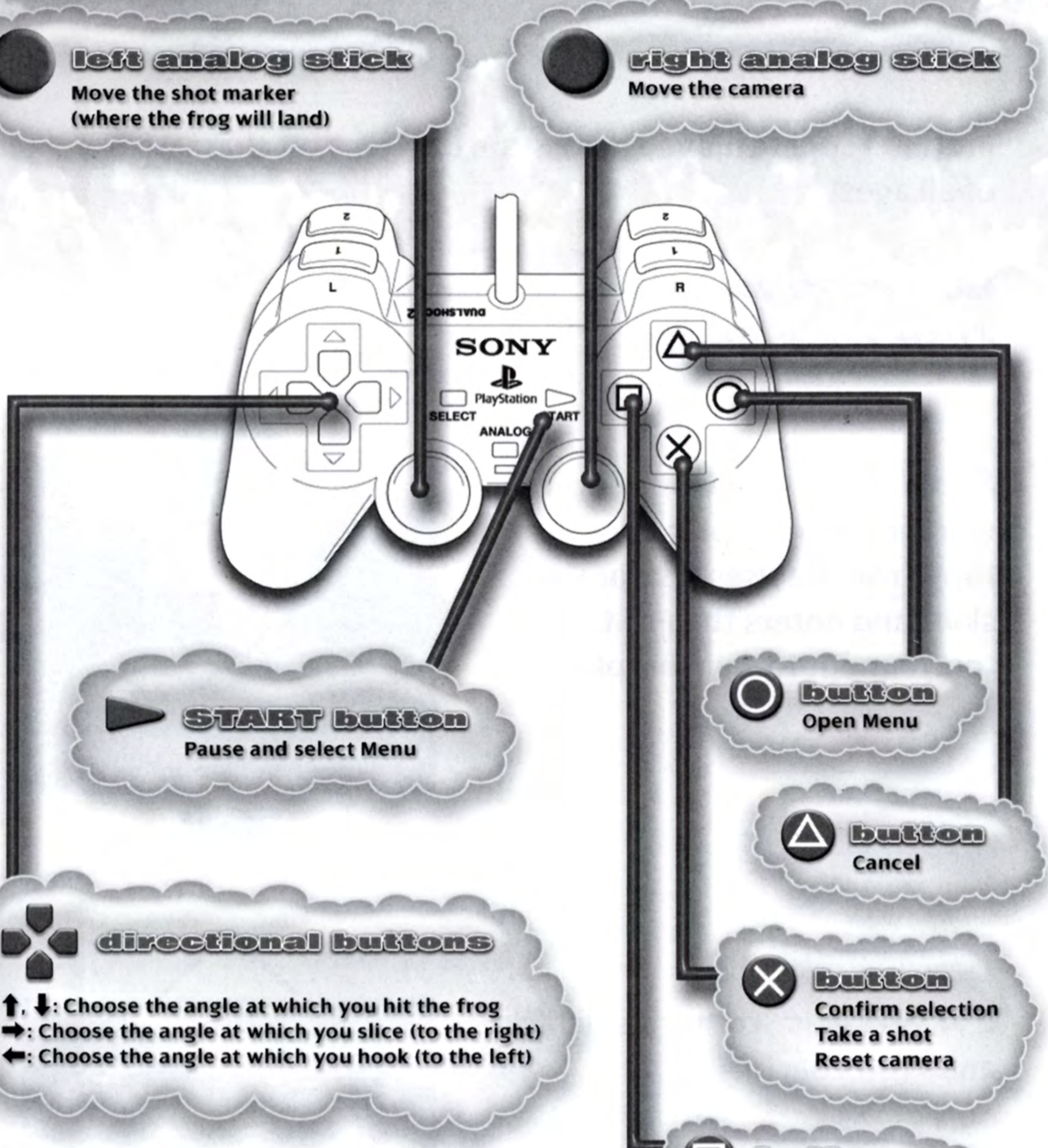
SECTION	PAGE
GETTING STARTED	02
FROLF CONTROLS	03
ENTERING THE TOURNAMENT	04
WHAT IS FROLF?	05
PLAYING FROLF	06
GAME MODES	07
GIMMICKS	09
PLANETS	11
RIBBITKING ESPAÑOL	12

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the ***Ribbit King***™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

FROLF CONTROLS



left analog stick
Move the shot marker
(where the frog will land)

right analog stick
Move the camera

START button
Pause and select Menu

directional buttons
↑, ↓: Choose the angle at which you hit the frog
→: Choose the angle at which you slice (to the right)
←: Choose the angle at which you hook (to the left)

○ button
Open Menu

△ button
Cancel

✕ button
Confirm selection
Take a shot
Reset camera

□ button
Help
Reset shot marker

Top View Mode

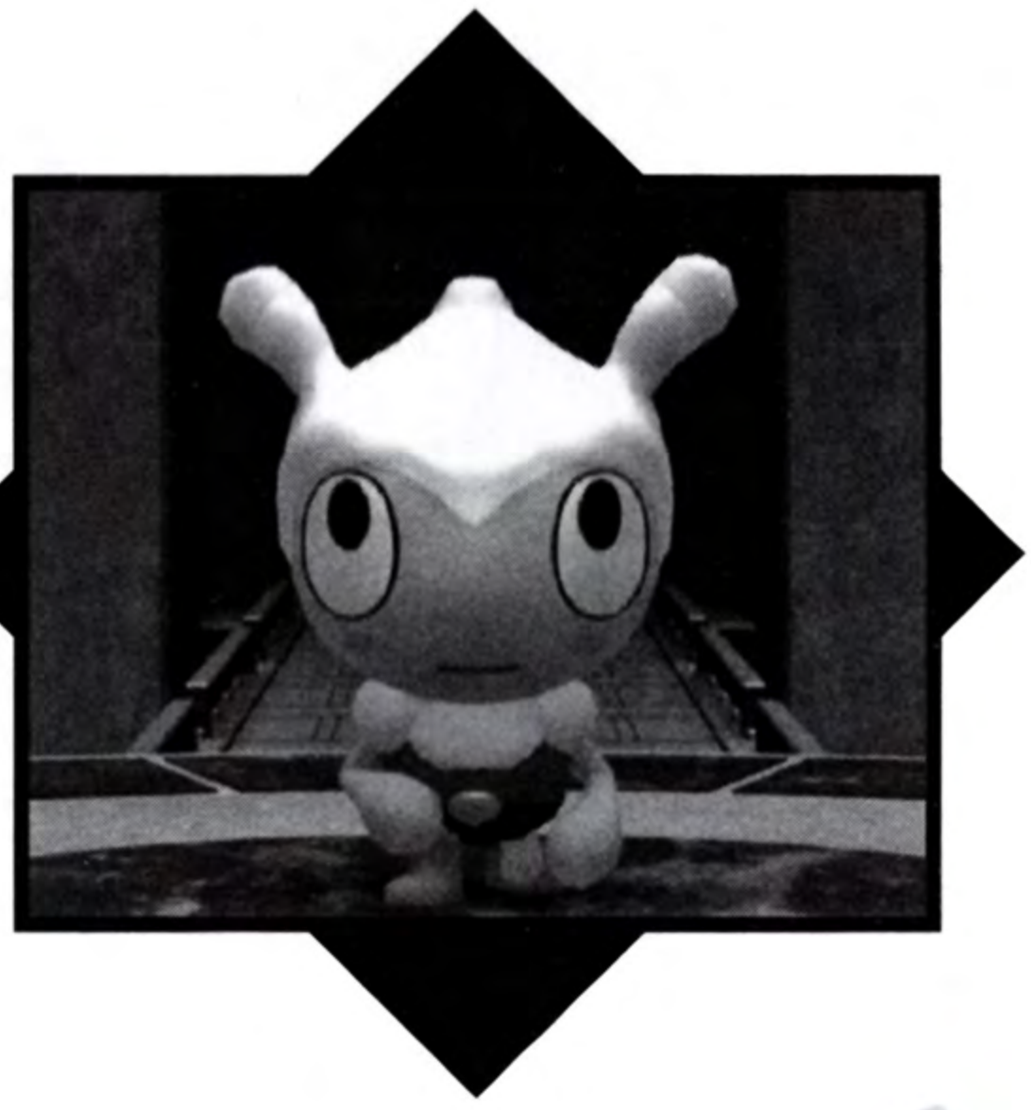
left analog stick:	Move shot marker
✕ Button:	Reset camera
□ Button:	Reset camera
right analog stick:	Move camera forward, backward, left, and right
○ Button:	Go to Picwick's Menu

ENTERING THE TOURNAMENT

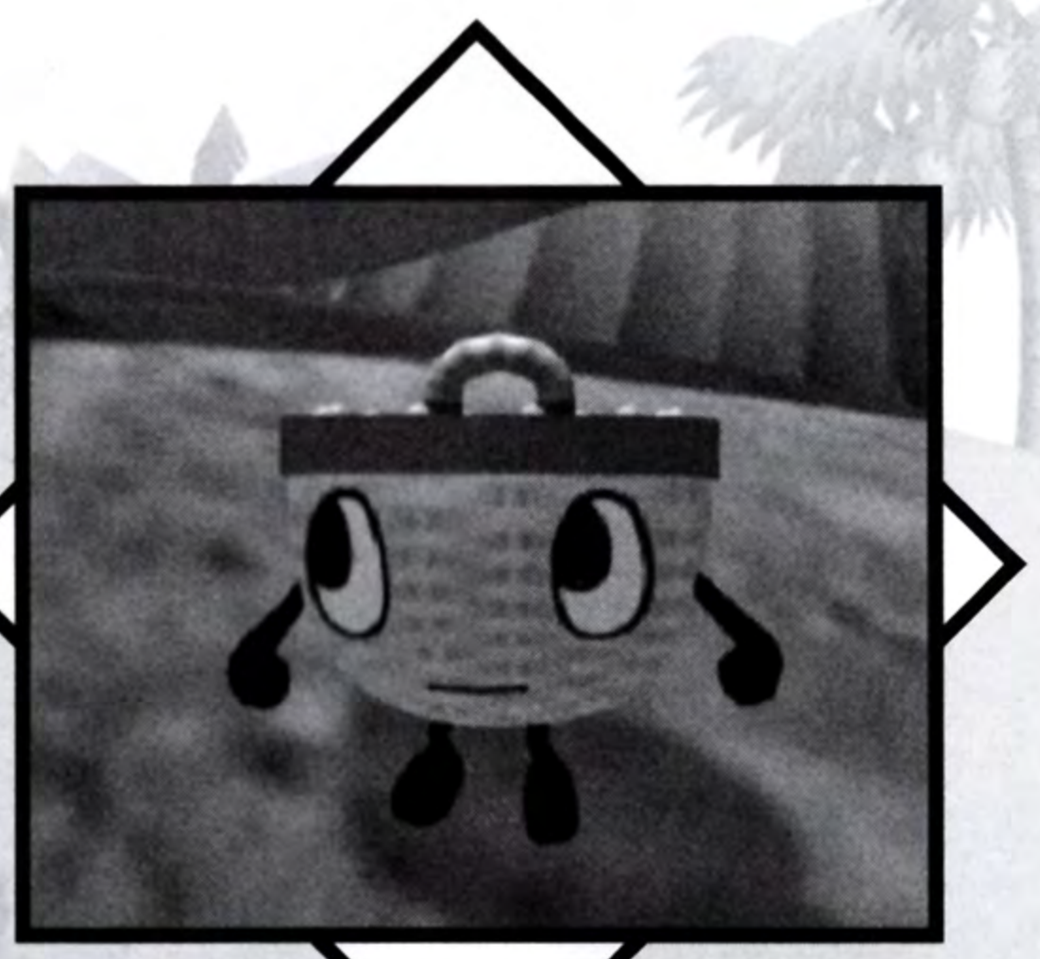
WELCOME TO THE FROLF TOURNAMENT!

Frolf is a sport enjoyed across the universe by characters of all ages!

GOT YOUR HAMMERS READY? THEN LET'S FROLF!



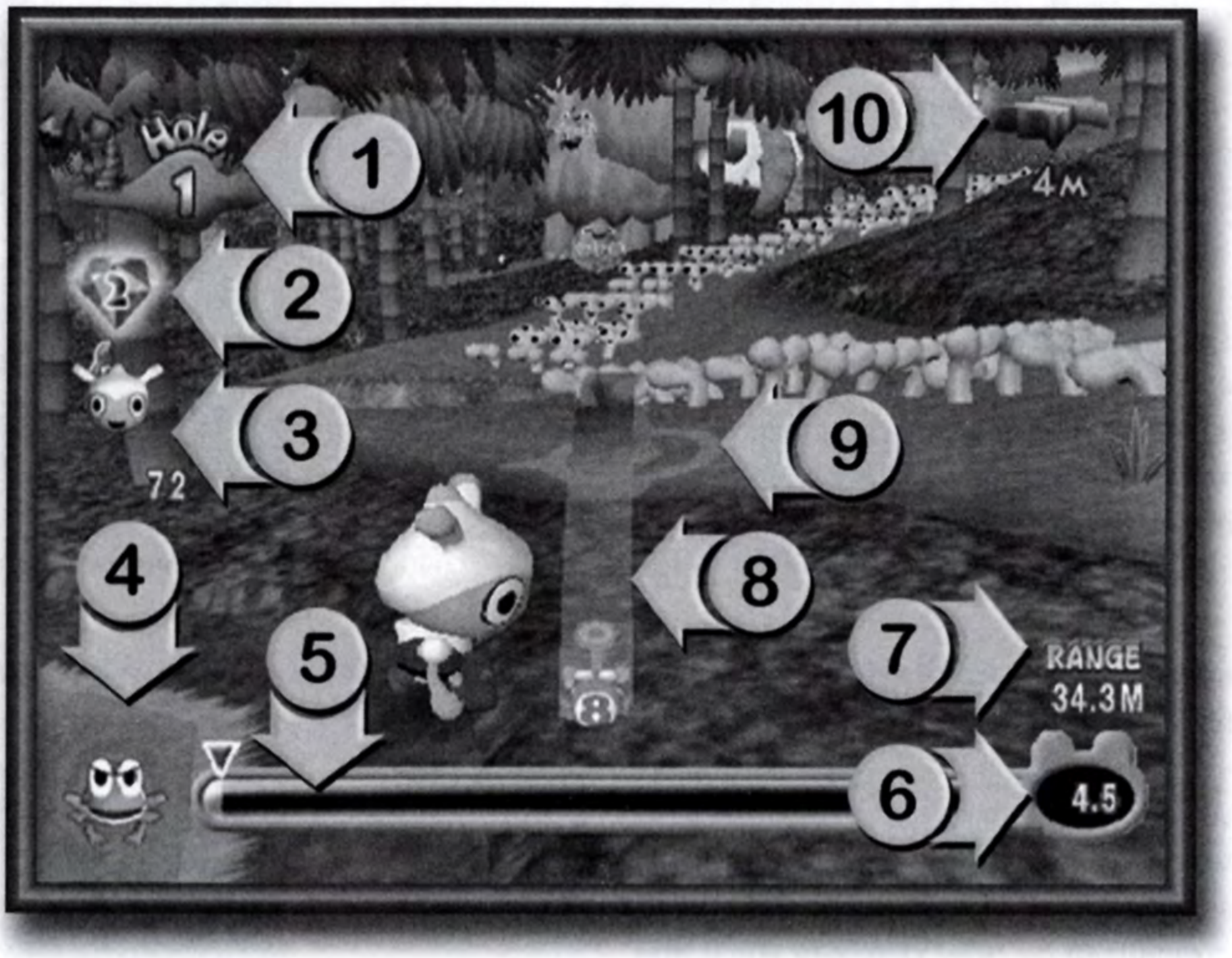
SCOOTER is a construction worker from the planet Hippitron. He uses his hammer skills and enters the Frolf tournament to save his planet!



PICWICK is Scooter's sidekick and Frolf coach.

WHAT IS FROLF?

Frolf is a sport where frogs are propelled onto a course full of gimmicks. The object of the game is to obtain the highest score while trying to get your frog into the hole. Frolf players are called Frolfers.



READING THE SCREEN

1) Current hole.
2) Current stroke.
3) Frolfers playing the game and their scores.
4) Frog status.
5) Shot gauge.
6) Distance to shot marker.
7) Distance to hole.
8) Shot guide.
9) Shot marker.
10) Wind strength and direction.

PLAYING FROLF

Frolf Rules:

Frolfers take turns launching their frogs and trying to get them in the hole. While doing this, they may also use various techniques to collect bonus points. The Frolfer with the most points is the winner.

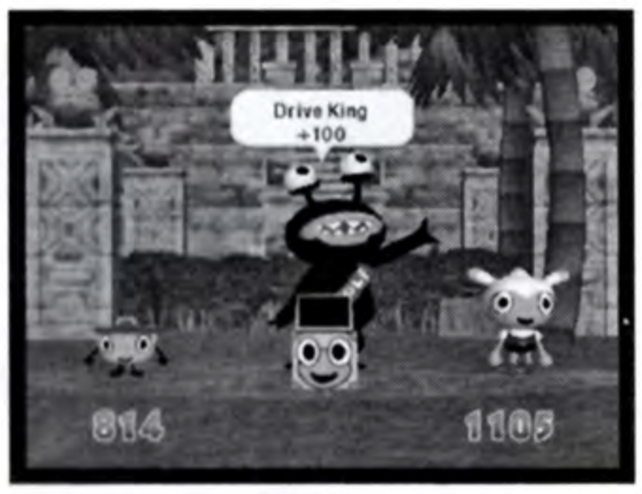
Bonus Points:

Frog-In Bonus
A Frog-In-One earns 1500 points. If no one scores a Frog-In-One, the bonus is 1000 points. After the first Frog-In, each turn will decrease the bonus by 100 points.

Gimmick Bonus
Get more bonus points by encountering many gimmicks on each course. Pass through more than one gimmick in a single shot to get a "combo" and your bonus points will double or triple!

One hole is complete when all Frolfers have got their frogs in the hole OR 8 turns have been completed. One game = 4 holes.

Surprise Bonus
At the end of a match, you could also receive a surprise bonus. This is a special bonus that is determined by how you play the game.



The total number of points determines the winner of the game. Win the game to win prizes!

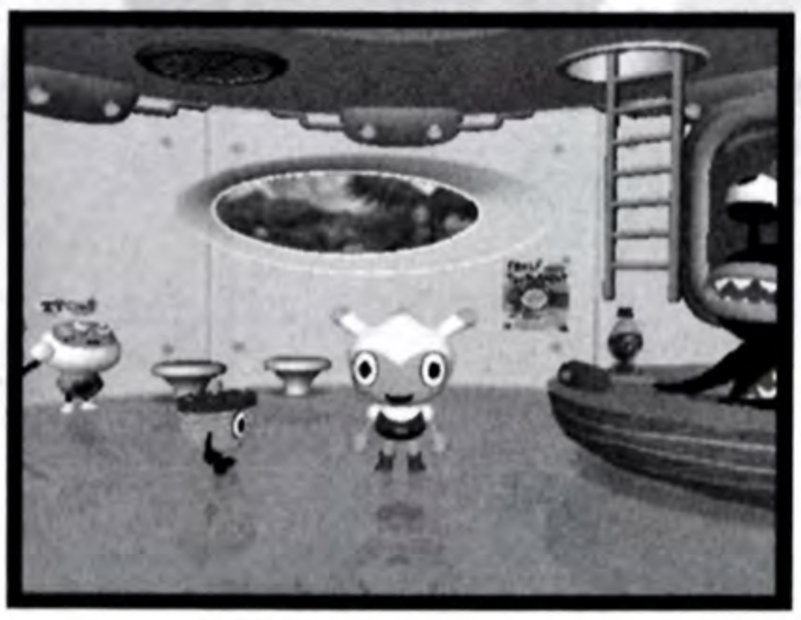
Bonus Movie Clips

Unlock short movie clips featuring the characters from Ribbit King while playing through the game.

To view the movie clips you have unlocked, insert Ribbit King disc 2 into the Sony PlayStation®2 and load your memory card (8MB) (for PlayStation®2) containing Ribbit King game play. Movie clips will be unlocked in random order, so try your best to unlock them all! You will know you have acquired a new movie when the message, "Got a New Clip!" is displayed upon returning to the FUV.

GAME MODES

STORY MODE:



USING THE F.U.V. (FROLF UTILITY VEHICLE).

Select the "Story" heading on the Mode Select Screen to enter the FUV. Here, you will be able to enter tournaments, buy and manage items.

left analog stick:	Move, select headings
directional buttons:	Select headings
⊗ Button:	Confirm / Inspect / Talk
▣ Button:	Cancel

PICWICK

Speak to Picwick to open the menu.

Picwick's Menu:

Item:	Select items you want to take with you. You can carry up to five.
Frog:	Select a frog to use. You can select up to three.
Options:	Select game settings.

GUMBAH-GOO

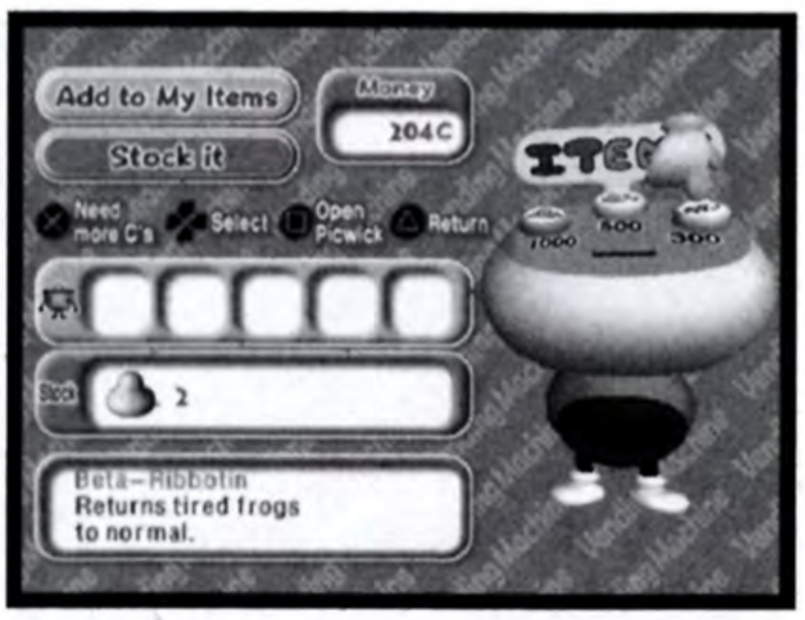
For 2000C you will be able to activate the vending machine. Here, you can buy rare items. When equipped, items will enhance the abilities of the food or frog.

ITEMS MACHINE

You will be able to buy Frog-Fuel, Power-Fuel, and Beta-Ribbotin. These three items are essential in reviving your frog! Be sure to stock up!

FROGS

When you beat your opponent, You might get the chance to buy a frog egg. Once it matures, you will be able to use it in Frolf tournaments. To use the frog, select the frog from the Menu.



GAME MODES

VS MODE:

Select VS on the Mode Selection Screen to select Game type, Frolfers, items and courses. You can play with up to four players. You will also be able to practice, test frogs, and view the effects of items.

SELECT GAME TYPE

1. Stroke:
The Frolfer with the highest total score after playing 4 holes is the winner.
For 1-4 players (**it is possible for four people to play with one controller**).

2. Match Play:
A winner is determined after each hole and the player with the most wins is the winner. For 1-2 players.

After selecting the game type, assign controllers to each player.

SELECT A FROLFER AND FROG

You will not be able to select a Frolfer or frog that has already been selected by another player.

SELECT ITEMS

Select items you will use on the course. You may hold up to five items. After selecting the items, press START to move forward.

SELECT COURSE

Select a course to compete on. At this time, you will also be able to turn the wind ON / OFF.

GIMMICKS

For the game of Frolf, it is important to collect bonus points. The more bonus points you acquire, the better your chances of winning!

THERE ARE TWO TYPES OF GIMMICKS:

1. Positive Gimmicks

These gimmicks will increase points or make the frog more energetic!

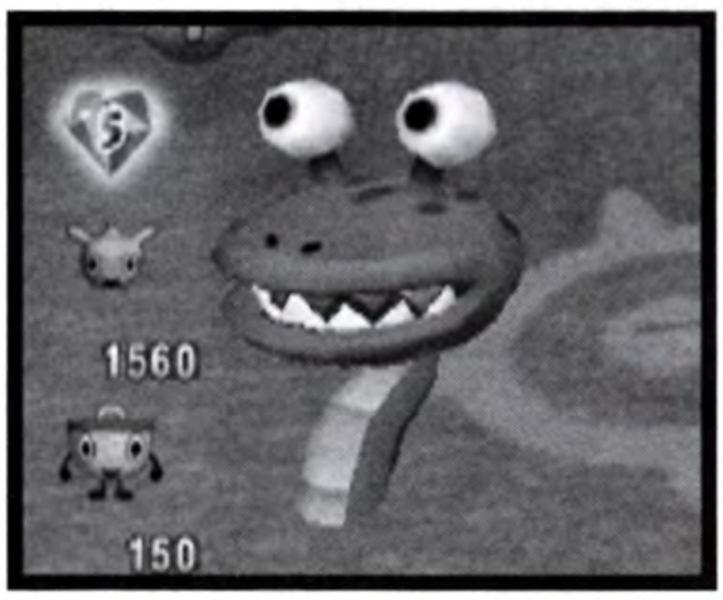
Bonus Bubbles:
Hit the bubbles to get their bonus points.

Spider Web:
Land on the web to jump further and receive bonus points.

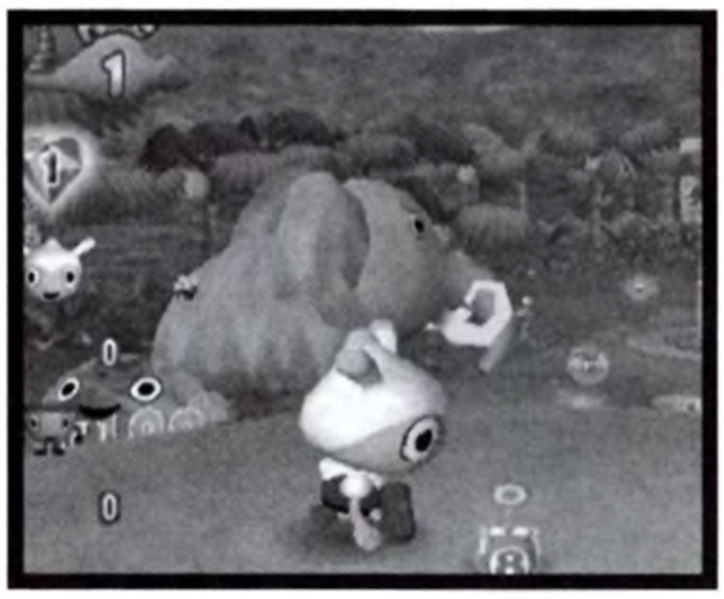
Flies:
The frog will automatically leap and eat the flies to get bonus points. This may also affect his energy.

2. Challenge Gimmicks

These gimmicks are potentially dangerous but if you know how to counteract the gimmicks, you can increase your points rather than lose them!



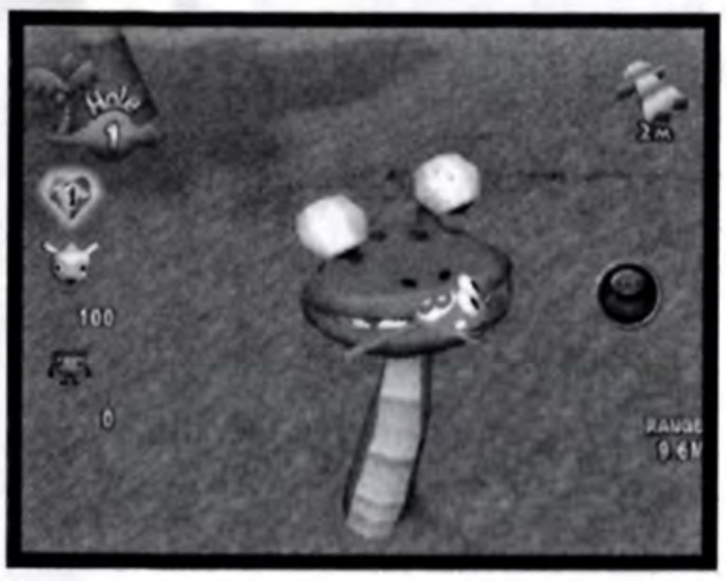
Snake:
He'll grab and bite the frog if it lands too close. The frog will lose energy when bitten.



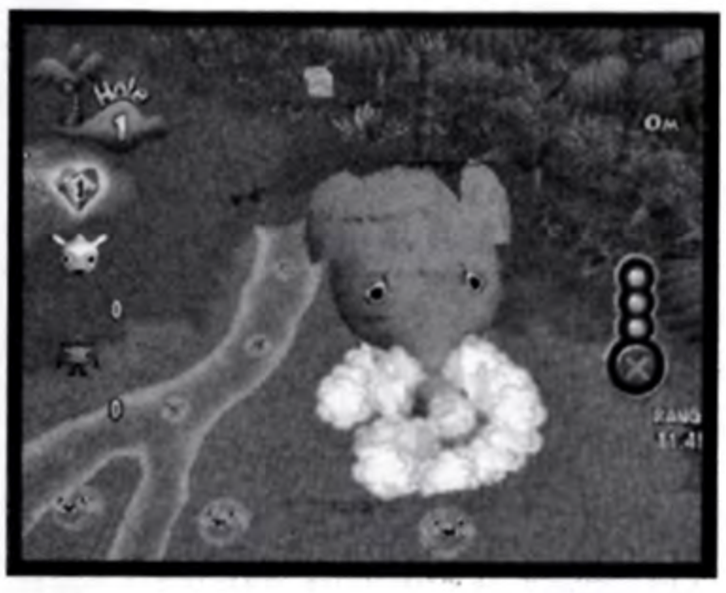
Woolly:
When the frog lands close by, he'll stomp the ground, sending the frog flying. The frog will lose energy and points.

GIMMICKS

When you encounter these gimmicks, the following icons will appear:



When the frog is bitten by a snake, quickly move the right analog stick left and right to avoid losing points.



When your frog is about to be attacked by Woolly (or something similar!), press the ⊗ Button at the right time (watch the timer on screen). If you press the button at the right time, you can actually gain points!

Right analog stick

When the frog has fallen into the lava, use the right analog stick to escape.

Set the frog's course with the right analog stick and get back onto land!

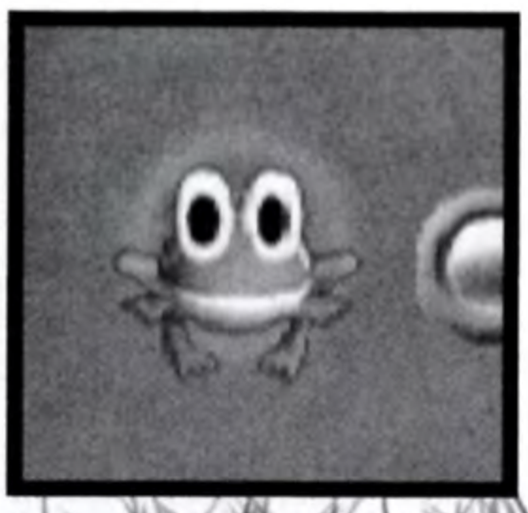
Combo

If the frog encounters gimmicks more than once, a combo will take place and bonus points will double or triple. So, the more gimmicks you pass, the more points you'll score! When you launch your frog, aim them towards gimmicks. An unexpected combo may take place!

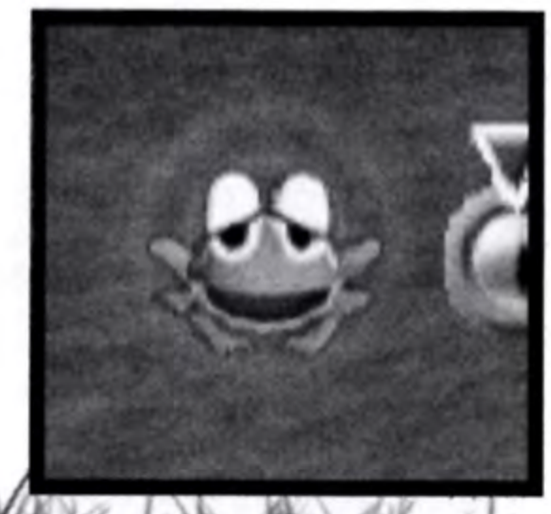
Frog Status

As a Frolfer, you should be aware of your frog's status. Try to recover less energetic frogs with Frog-Fuel and other items.

Energetic



Lethargic



PLANETS

RIBBETOPIA

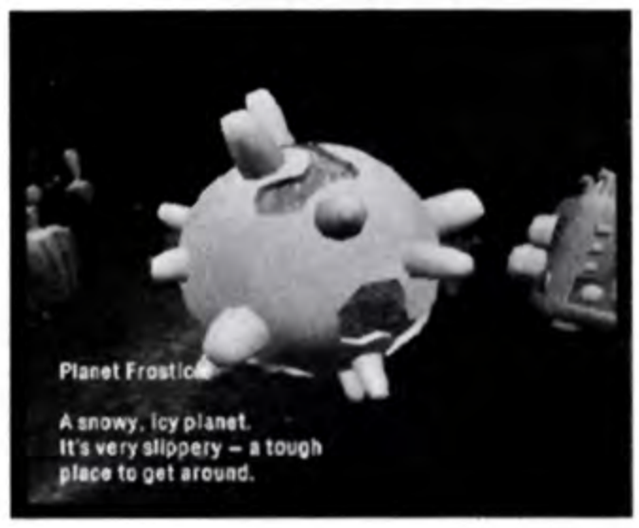
This is a very lush, green and pleasant planet. There are many animals living here so you never know what you might come across. Watch out for Woolly the mammoth, Snake, Dino-Bird and many others. Some are friendly but be careful when you approach them. You can usually win points from them, but you never know what might happen if they're surprised!

PLANET LAVATRON

This is where you'll meet Lunk – the grumpiest rock you'll ever meet. Lavatron is a world covered in lava. With many ghosts and ghouls, it could be quite scary, but go with the flow and there are lots of points to be won. Look out for Chomp, who loves the taste of frogs' legs and the warping quicksand – although if you're lucky it could prove to be a short-cut!

PLANET FROSTICLE

Be careful in this world – it's covered in frost and ice, so wrap up warm and try not to slip! Beware of Frozo, although if you time it right, he can help you on your way. By the time you reach this planet, your froggy pal probably needs a rest – try to get him to the Ice Mover so that it can carry him to the hole!



PLANET TECHTRON

This is a mechanical planet filled with buildings and factories. By this point, you should have some good Frolfing skills but you'll need them all to overcome these obstacles. There are lots of ways to get extra points in this world, but of course, you have to work hard to get them. Use the Jumpoline to maneuver your frog around tricky corners and look for bubbles to win extra points.

HYPNOTRON

Mysterious things happen when you visit this planet – hold your nerve, you must beat all your opponents to become the Frolf Champion! Things that seem like obstacles will often result in more points for you if you concentrate and use your very best Frolfing skills. With UFOs, Slimies and Magical Meteorites, who knows what this round will hold in store?

RibbitKing Español

COMENZANDO (page 2)

Pone su "PlayStation®2 computer entertainment system" según las instrucciones en su manual de instrucción. Cerciórese de que el interruptor de MAIN POWER (situado en la parte posteriora de la consola) esté girado. Presione RESET el botón. Cuando el indicador de energía se enciende para arriba, presione el botón OPEN y la exhibición se abrirá. Coloque el disco de RibbitKing™ en la bandeja del disco con los revestimientos del lado de la etiqueta para arriba. Presione el botón OPEN otra vez y la bandeja del disco se cerrará. Una los reguladores del juego y otros periférico, como apropiado. Siga las instrucciones de la en-pantalla y refiera a este manual para la información sobre usar el software.

CONTROLES DE FROLF (page 3)

Análogo izquierda
Movimiento del retículo (donde la rana aterrizá)

Botónes direccional
Arriba, Abajo: Levantar y bajar el ángulo en cuál usted golpeará la rana.
Derecha: Elegir el ángulo en cual usted "slice" (girar de la izquierda a la derecha)
Izquierda: Elegir el ángulo en cual usted hook (girar de la derecha a la izquierda)

START button
Parar y elegir el Menú

Análogo derecha
Movimiento de la cámara

Botón △
Cancelar

Botón ○
Activar el Menu

Botón ✕
Confirmar la selección
Tomar un tiro
Reajustar la cámara a la posición original

Botón □
Ayuda

Modo de Vista de Arriba
Análogo izquierda: Movimiento del retículo
Botón ✕ : Reajustar la cámara a la posición original
Botón □ : Reajustar la cámara a la posición original
Joystick analogique droit : déplace la
Análogo derecha Mover la cámara a la adelante, la atrás, la derecha, y la izquierda
Botón ○ : Ir al "Picwick's Menu"

ENTRANDO EL TORNEO (page 4)

Bienvenidos a el Torneo de Frolf!

Frolf es un deporte disfrutado en todo el universo por characteres de todas edades!

Tienen los martillos listos?

RibbitKing Español

Pues juguemos Frolf!

Scooter es un carpintero del planeta Hippitron. El usa sus abilidades con el martillo y entra el torneo de Frolf para salvar su planeta!

Picwick es el ayudante de Scooter y su entrenador de Frolf.

QUE ES FROLF? (page 5)

Frolf es un deporte en el cual ranas son aventadas a un obstáculo lleno de gimmicks. El objeto del juego es obtener el puntaje mas alto y a lavez meter su rana el el hueco. Jugadores de Frolf se llamán Frolferos.

Leyendo la Pantaya

1) Distancia al marcador de tiro
2) Distancia al hueco
3) Direción y fuerza del viento
4) Marcador
5) Guiya del tiro
6) Medidor del tiro
7) Estado de la rana
8) Frolferos jugando el juego y sus puntajes
9) Numero de el tiro actual
10) Hueco actual

JUGANDO FROLF (page 6)

Reglas de Frolf:
Frolferos toman turnos aventando sus ranas con la intención de meterlas en los huecos. Al hacer esto, usan varias tecnicas para colectar puntos extras. El Frolfero con los mas puntos es el ganador.

Puntos Extras:
Puntos extras de Frog-In (Rana-Adentro)
Un Frog-In-One (rana en un tiro) gana 1500 puntos. Si nadie mete la rana en un tiro los puntos extras valen 100. Despues del primer Frog-in, cada turno reduce los puntos extras por 100.

Puntos Extras de Gimmick:
Colecte mas puntos extra con encuentros con gimmicks en cada obstáculo. Reciba un "combo" al pasar por mas de un gimmick en un solo tiro y sus puntos se duplicaran o más en valor.

Un hueco es complete cuando todos los Frolferos tengan sus ranas en el hueco o 8 turnos hayan sido completados. Un juego es igual a 4 huecos.

Puntos Extras de Sorpresa:
Al fin del juego, podrá tambien recivir puntos extra de sorpresa dependiendo de su modo de jugar.

El puntaje total determina el ganador del juego. Gana el juego para ganar premios.

Clips De la Película De la Prima

Descubra pedasos de peliculas que tienen personajes de Ribbit King mientras juegas el juego.

Para ver las partes de peliculas que has

RibbitKing Español

abierto, mete el disco 2 de Ribbit King en tu Sony Playstation 2 bate su carta de memoria (8MB) (para Playstation 2) que tiene el juego de Ribbit King. Partes de peliculas van a abrir sin orden particular, entonces traten lo mejor para abrirlos todos. Sabrán que han adquirido una pelicula nueva cuando vean el mensaje "Got a New Clip!" al regresar al F.U.V.

MODOS DE JUEGO (page 7)

Modo de Cuento (page 7)

Usando el F.U.V.
(Véhicule utilitaire de Frolf)
(Vehiculo de Utilidad de Frolf)
Selecciónе el titulo de cuento en la pantaya de selecciónar los modos para entrar en el F.U.V. Aqui podrá entrar torneos, comprar y manejar articulos.

Análogo izquierda: Mover, elegir opciónes
Botónes direccional: Elegir opciónes
Botón ⊗ : Confirmar / Examinar / Hablar
Botón ▣ : Cancelar

Picwick
Hable con Picwick para abrir el menú.

Menú de Picwick:
Articulo: Seleccióne artículos que llevaras contigo. Puede cargar hasta 5.
Rana: Seleccióne una rana para usar. Puede selecciónar hasta 3.
Opciónes: Seleccióne los detalles del juego.

Gumbah-Goo
Por 2000C podrá activar la máquina de venta. Aqui podrá comprar articulos raros. Cuando equipados, articulos aumentarán las abilidades de comida o rana.

Máquina de Articulos
Podrá comprar Frog-Fuel, Power-Fuel, y Beta-Ribbotin. Estos 3 artículos son esenciales para reviver su rana. Asegurese en comprar suficiente.

Ranas
Cuando ganes contra tu opositor, puede tener chance de comprar un huevo de rana. Cuando madure, podra usarla en torneos de Frolf. Para usar la rana, seleccióne la rana del Menú.

Modo VS (Contra) (page 8)

Selecciónar Tipo de Juego
1.Stroke:
El Frolfero con el puntaje mas alto despues de jugar cuatro huecos es el ganador. Para 1-4 jugadores.

2. Match Play:
Un ganador es escogido despues de cada hueco y el jugador que haya Ganado más veces es el ganador. Para 1-2 jugadores.

Despues de selecciónar el tipo de juego, asigne los controles a cada jugador.
Seleccióne un Frolfero y una rana
No se puede selecciónar un Frolfero o una

RIBBITKING ESPAÑOL

rana que ya hay sido escogido.

Selecciónar Articulos
Selecciónе articulos que usará en el obstáculo. Puede llevar hasta 5 artículos. Despues de selecciónar los artículos, presione START para seguir adelante.

Selecciónar el Obstáculo
Selecciónе un obstáculo en el cual competir. En este momento tambien podrá prender/apagar el viento.

*Es posible tener 4 jugadores con un control.

GIMMICKS (PAGE 9)

Para el juego de Frolf, es importante colectar puntos extra. Tendra mejor chances de ganar si obtiene más puntos.

Hay dos tipos de Gimmicks:

1.Gimmicks Positivos
Estos gimmicks aumentara puntaje o hará la rana más energetica.

Burbujas de Puntos Extra:
Pegue las burbujas para ganar puntos.

Tela de Araña:
Caiga en la tela de arena para brincar mas lejos y recibir puntos extra.

Moscas:
La rana brincará automaticamente a comer moscas y ganar puntos. Esto tambien podra afectar su energia.

2.Gimmicks de Desafío
Estos gimmicks pueda se peligrosas pero si sabe como contra actuar el gimmick, puede ganar puntos en lugar de perderlos.

Serpiente:
Agarrará y mordirá la rana si cáe muy cerca. La rana pierde energia cuando es mordida.

Woolly:
Cuando la rana caiga cerca, este pegará el suelo mandando la rana volando. La rana perdera energia y puntos.

Cuando se encuentre con estos gimmicks, apareceran los siguientes icónos:

Cuando la serpiente muerde la rana, mueva el palo C rapidamente de izquierda a derecha para no perder puntos.

Cuando Woolly este a punto de atacar la rana (o algo similar!), presiona Botón A en el momento correcto (observe el medidor de tiempo en la pantaya). Si presiona el botón en el momento correcto puede ganar puntos!

Palo C
Cuando la rana cáe en la lava, use el palo C para escapar. Con el palo C, guíe la dirreción de la rana y regrese a tierra!
Combo
Si la rana se encuentra con gimmicksmas

RibbitKing Español

de una vez, un combo ocurrirá y puntos extra duplicaran o más. Entonces, obtengas mas puntos si pasas por mas gimmicks. Cuando mandas una rana, mandalas hacia los gimmicks. Un combo no esperado podrá ocurrir!

Estado de Rana
Como Frolfero debes saber el estado de tu rana. Trata de recuperar ranas con poca energia usando Frog-Fuel (gasolina de rana) y otros artículos.

Energetica
Cansada

PLANETAS (PAGE 11)

Ribbetopia
Este es un planeta muy linda y verde. Hay muchos animales que lo habitan asi que no se sabe con que te encontrarás. Estes alerto por Woolly el mammoth, serpiente, Dino-Bird, y varios otros. Unos son amigables pero ten cuidado cuando te acerques. Usualmente puedes ganar puntos de ellos, pero no sabes que pasará si los sorprendes.

Planeta Lavatron
Aqui conocerás al Lunk - la roca mas de mal caracter que conocerás. Este planeta es cubierto con lava. Puede ser espantoso, ya que hay muchos fantasmas y monstros. Pero poco a poco y podrás obtener muchos puntos. Estes alerto por Chomp - a quien le encanta el sabor de patas de rana, y por Warping quicksand (arena suave) pero con suerte podra ser un atájo.

Planet Frosticle
Ten cuidado en este mundo. Está cubierto en hielo. Por eso abrigate bien y trate de no resbalarte. Ten cuidado con Frozo, aunque si haces buen tiempo te podrá ayudar en tu camino. A la hora que llegues a este planeta, tu amigo rana seguro necesitará descanso, por eso trata de llevarlo al Ice Mover para que lo carga al hueco.

Planet Techtron
Este es un planeta mecánico lleno de edificios y fábricas. A este punto deberias tener buenas abilidades de Frolf, pero las necesitaras para sobre pasar estos obstáculos. Hay varios maneras de obtener puntos en este planeta pero tendras que esforzarte por obtenerlos. Usa el jumpoline para manejar u rana por esquinas dificiles y busca burbujas para ganar puntos.

Hypnotron
Cosas misteriosas ocurren cuando visitas este planeta, te paciencia, debes ganarle a todos tus opositores para ser el campeón de Frolf. Cosas que paracen ser obstáculos pueden resultar en mas puntos si te consentras y usas tus mejores abilidades de Frolf. Con UFOs, Slimies, y Magical Meteorites, quien sabe que te espera en ester juego.

90-DAY LIMITED WARRANTY

Bandai America Incorporated (Bandai) warrants to the original consumer purchaser that this Game (not including Game Accessories) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase.

To receive this warranty service:

1. Do NOT return your defective Game to the retailer.
2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling:
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3. If the Bandai Service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Game, and return your Game freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Bandai America Incorporated
   Consumer Service Department
   5551 Katella Avenue
   Cypress, CA 90630

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